

ABSTRACT OF THE DISCLOSURE

Only a shadow casting object 2 is rendered using a light source placed in a virtual space as a viewpoint. As a result, a Z value corresponding to each pixel of a two-dimensional image of the object seen from the light source is written into a Z-buffer. After the rendering is completed, a mesh model 4 is generated from a plane object 3. That is, the Z value of a pixel corresponding to each vertex of the plane object 3 is read from the Z-buffer, and a Y-coordinate of each vertex is determined based on the read Z value. A shadow rendering process is executed according to a shadow volume technique using the mesh model 4 generated as described above. As such, it is possible to generate a shadow volume by a fixed and simple process without the need for exception handling.